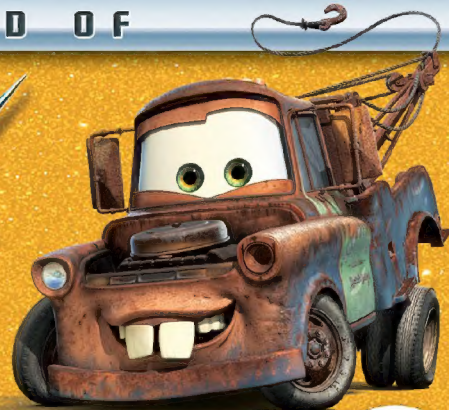


Disney · PIXAR



NO.

47

HEY  
LIGHTNING, READY  
FOR THE RACE?

OF  
COURSE,  
LEWIS!







-  **HELLO!**  
PAGE 4
-  **GAMES 1**  
PAGE 6
-  **COMICS 1**  
PAGE 8
-  **GAMES 2**  
PAGE 12
-  **COLORING**  
PAGE 14
-  **CARS WORLD**  
PAGE 16
-  **POSTER**  
PAGE 18
-  **GROUPS**  
PAGE 20
-  **COMICS 2**  
PAGE 22
-  **GAMES 3**  
PAGE 26
-  **CRAFT**  
PAGE 28
-  **GAMES 4**  
PAGE 30
-  **COMICS 3**  
PAGE 32



FOLLOW THE INSTRUCTIONS AT THE CENTER OF THE WHEEL!

MATCH UP THE COLORS OF CIRCLES AND TRIANGLES TO SEE WHAT'S INSIDE THIS ISSUE!





HELLO!

# LEWIS HAMILTON



## FIND THE ORIGINAL

LOOK AT THE EMBLEMS BELOW AND FIND THE ONE THAT MATCHES LEWIS'S ORIGINAL SHOWN HERE ON THE RIGHT!



A



B



C

## FIRST INTERNATIONAL RACE

LEWIS HAMILTON IS FAMOUS IN THE UK FOR HIS **VAST** ARRAY OF VICTORIES. BELOW HE IS AHEAD SHU TODOROKI IN THE TOKYO LEG OF THE WGP.



## ALLOY WHEELS

ALLOY WHEELS CONNECT TIRES TO AXLES. THEY'RE MADE OF A MIXTURE OF METALS DESIGNED FOR **STRENGTH**, **LIGHTNESS** AND **SPEED**.



UK



**NAME:** LEWIS HAMILTON.

**DETAILS:** ALL-AROUND CHAMPION.

**PERSONAL FEATURES:** YOUNG, SELF-CONFIDENT, AGGRESSIVE.

**SPECIAL EQUIPMENT:** A COMPACT, STREAMLINED DESIGN.

**SKILLS:** FLAWLESS COUNTERSTEERING, USED TO CORRECT TRAJECTORY AFTER A SKID.

## METALLIC PAINT

MIXED WITH FLAKES OF METAL, THIS PAINT CREATES A SPARKLING **METALLIC EFFECT**.



## GREAT SKILLS

A FIERCE COMPETITOR WITH EXCELLENT ALL-AROUND SKILLS, HE'S AN EXPERT AT **COUNTERSTEERING** HIS WAY OUT OF TURNS. HERE HIS **QUICK REFLEXES** HELP HIM AVOID A CRASH!



# FAST LANE



1

## FIND THE SPOT

COMPLETE THE SCENE BY PUTTING THE 5 DETAILS WHERE THEY BELONG.

ALL-NEW  
HIGH-SPEED  
CHALLENGES!



1 ...



2 ...



3 ...



4 ...



5 ...

2

## FIND THE CAR

COMPARE THE 6 CARS BELOW WITH THE ONES ON THE TRACK. WHICH ONE DOESN'T APPEAR AT ALL?



A



B



C



D



E



F

3

## ZIGZAG RACE

GO TO THE STARTING LINE AND **ZIGZAG** THROUGH THE TRAFFIC WITH A PENCIL, **WITHOUT LIFTING IT OFF THE PAGE OR TOUCHING ANY OF THE RACERS.** YOU RECEIVE A **PENALTY FOR EACH CAR YOU TOUCH**, WHICH YOU MARK ON YOUR SCORECARD. WHY NOT CHALLENGE A FRIEND TO A **5-LAP RACE**? ERASE YOUR PATHS AFTER EACH LAP. ADD UP PENALTIES FOR YOUR FINAL SCORES. THE PLAYER **WHO'S TOUCHED THE LEAST NUMBER OF CARS** WINS.

## SCOREBOARDS

PLAYER 1

PLAYER 2

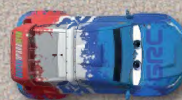
PENALTIES

PENALTIES

TOTAL

TOTAL

START





## SPACE RESCUE

IT'S INCREDIBLE, VAN! YOU MANAGE TO GET LOST EVEN WITH YOUR NEW SATELLITE DIRECTIONAL SYSTEM!

IT'S NOT MY FAULT, MINI! MUST BE BROKEN!

OR MAYBE THE SATELLITE'S BROKEN!



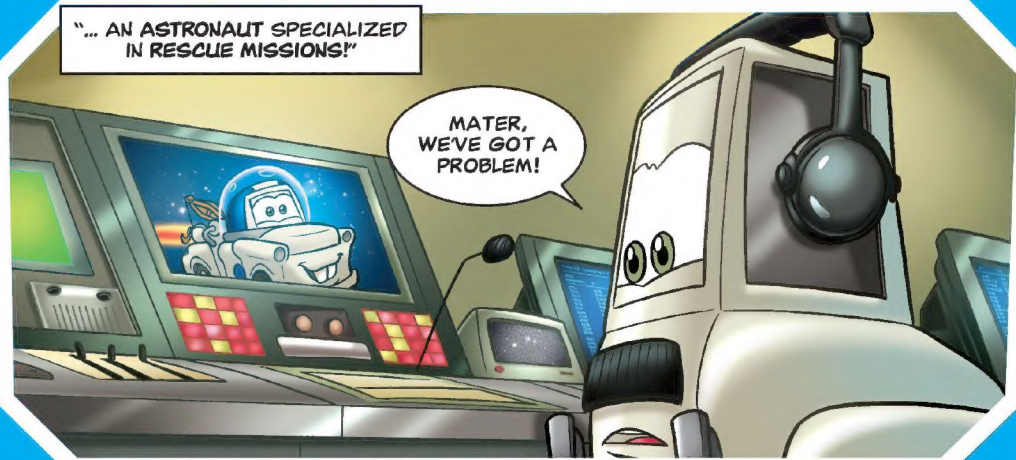
I HAD NO IDEA YOU KNEW ANYTHING ABOUT SATELLITES, MATER!

SURE DO! I USED TO BE...



"... AN ASTRONAUT SPECIALIZED IN RESCUE MISSIONS!"

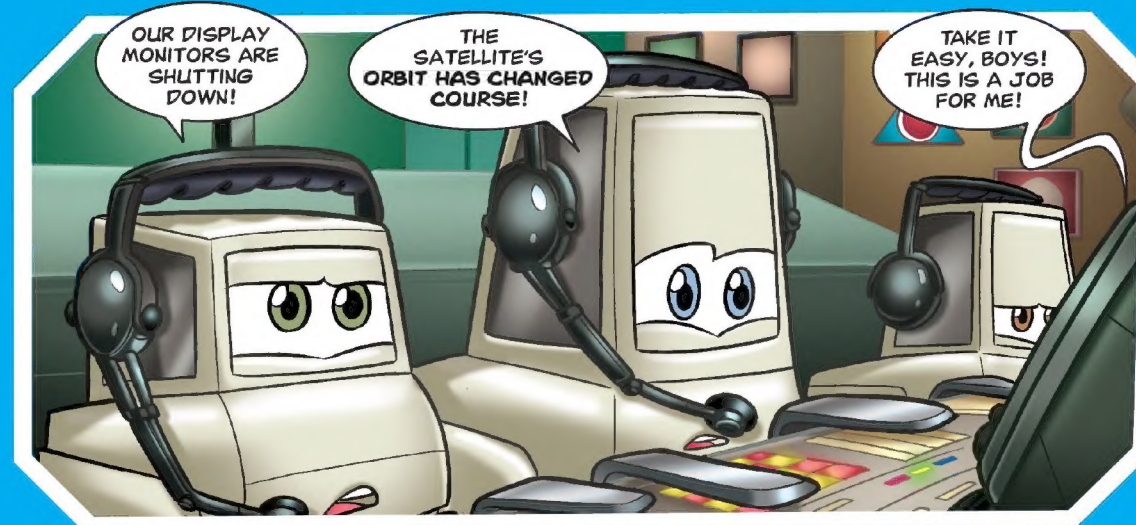
MATER, WE'VE GOT A PROBLEM!



OUR DISPLAY MONITORS ARE SHUTTING DOWN!

THE SATELLITE'S ORBIT HAS CHANGED COURSE!

TAKE IT EASY, BOYS! THIS IS A JOB FOR ME!



"THE SPACE SHUTTLE ROGER WILL CARRY ME TO THE EXACT LOCATION!"



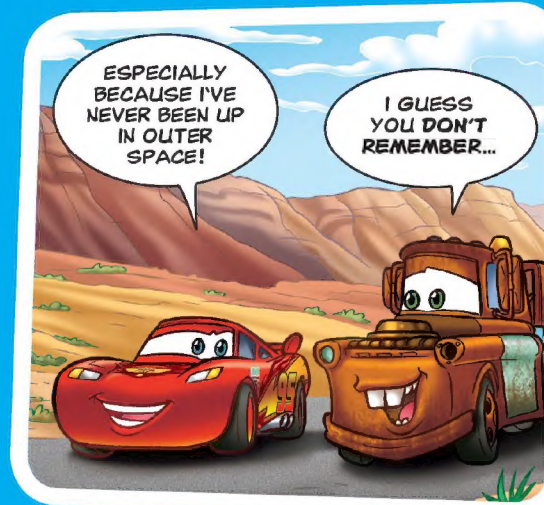
JUST A COUPLE MINUTES AND WE'RE THERE!

COOL! I REALLY LIKE THIS STORY!



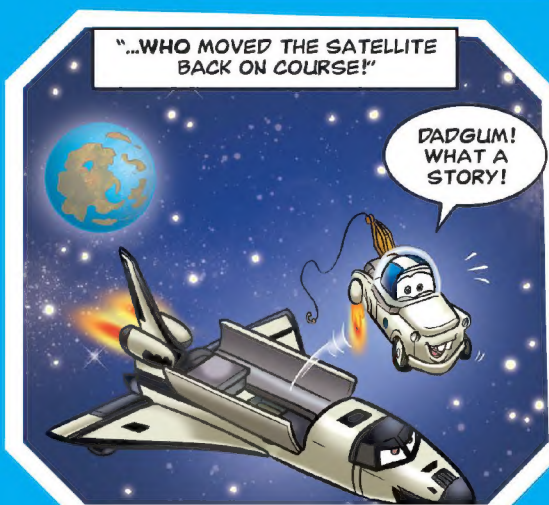
ESPECIALLY BECAUSE I'VE NEVER BEEN UP IN OUTER SPACE!

I GUESS YOU DON'T REMEMBER...

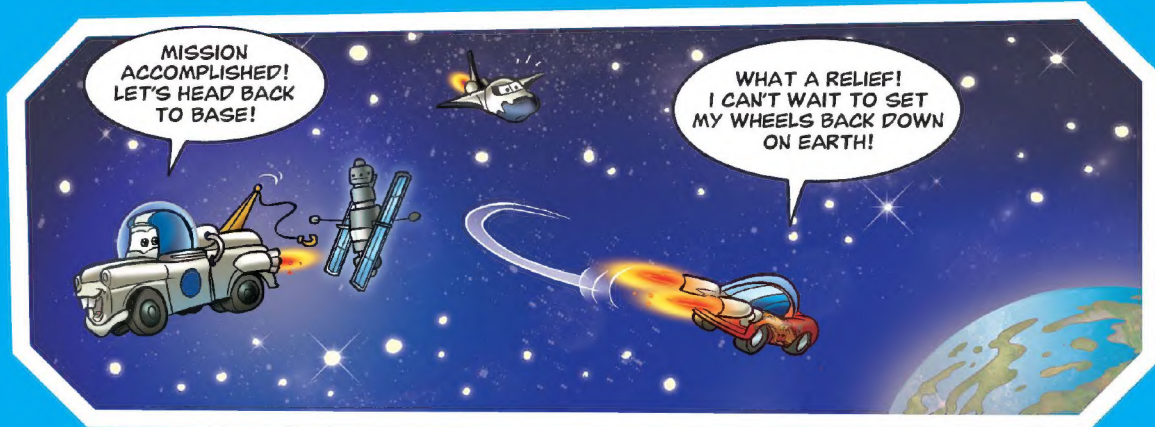
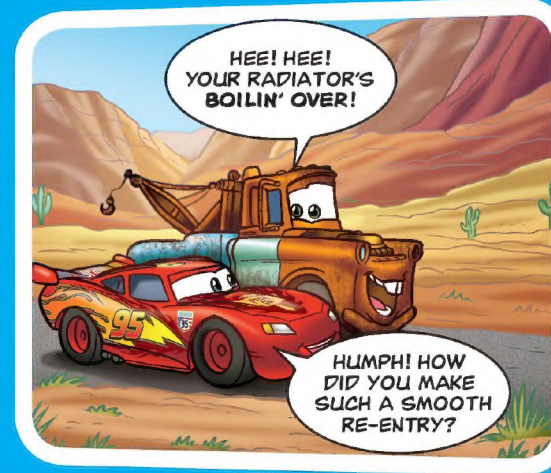
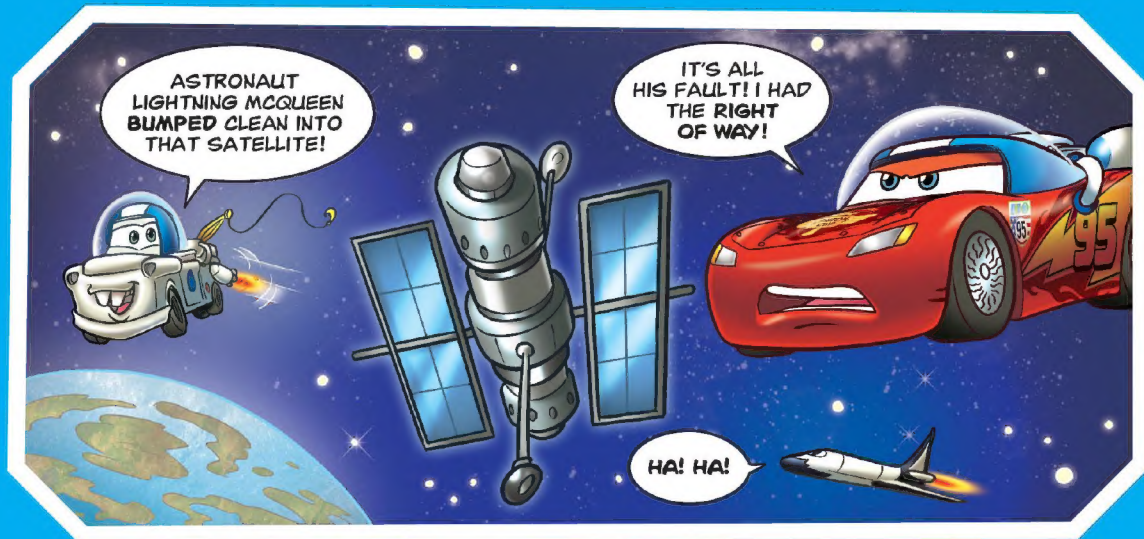


"...WHO MOVED THE SATELLITE BACK ON COURSE!"

DADGUM! WHAT A STORY!







The End



# LONDON TRIP

## CITY TOUR

1

ONLY 2 OF THE 4 ROADS OPEN TO DOUBLE DECKER AND CHAUNCY FARES LEAD TO THEIR DESTINATIONS. FIND THEM BOTH!



REQUEST THE NEXT STOP!

COURSE 1

COURSE 2

DOUBLE DECKER

BIG BENTLEY



BUCKINGHAM PALACE



COURSE 1

COURSE 2



CHAUNCY FARES

2

## LONDON EYE

THESE 5 CHARACTERS HAVE GONE FOR A RIDE ON THE LONDON EYE. FIND OUT WHICH OF THE 3 RIDES THEY'VE TAKEN BY MATCHING UP THEIR NUMBERED COLORS WITH THE CORRESPONDING ORDER OF COLORED PASSENGER CAPSULES.



LUIGI

2



GUIDO

3



FILLMORE

4



GREM

1



MATER

5



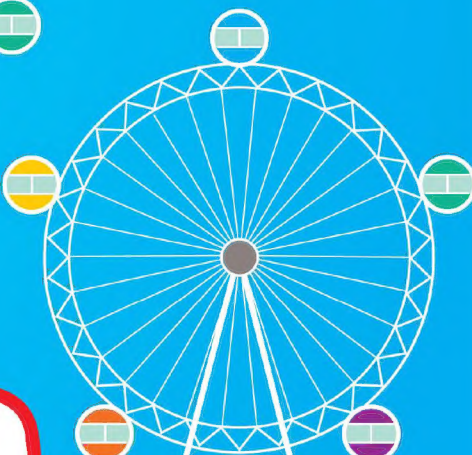
1

RIDE 1



1

RIDE 2



1

RIDE 3

INTRUDER ON THE EYE

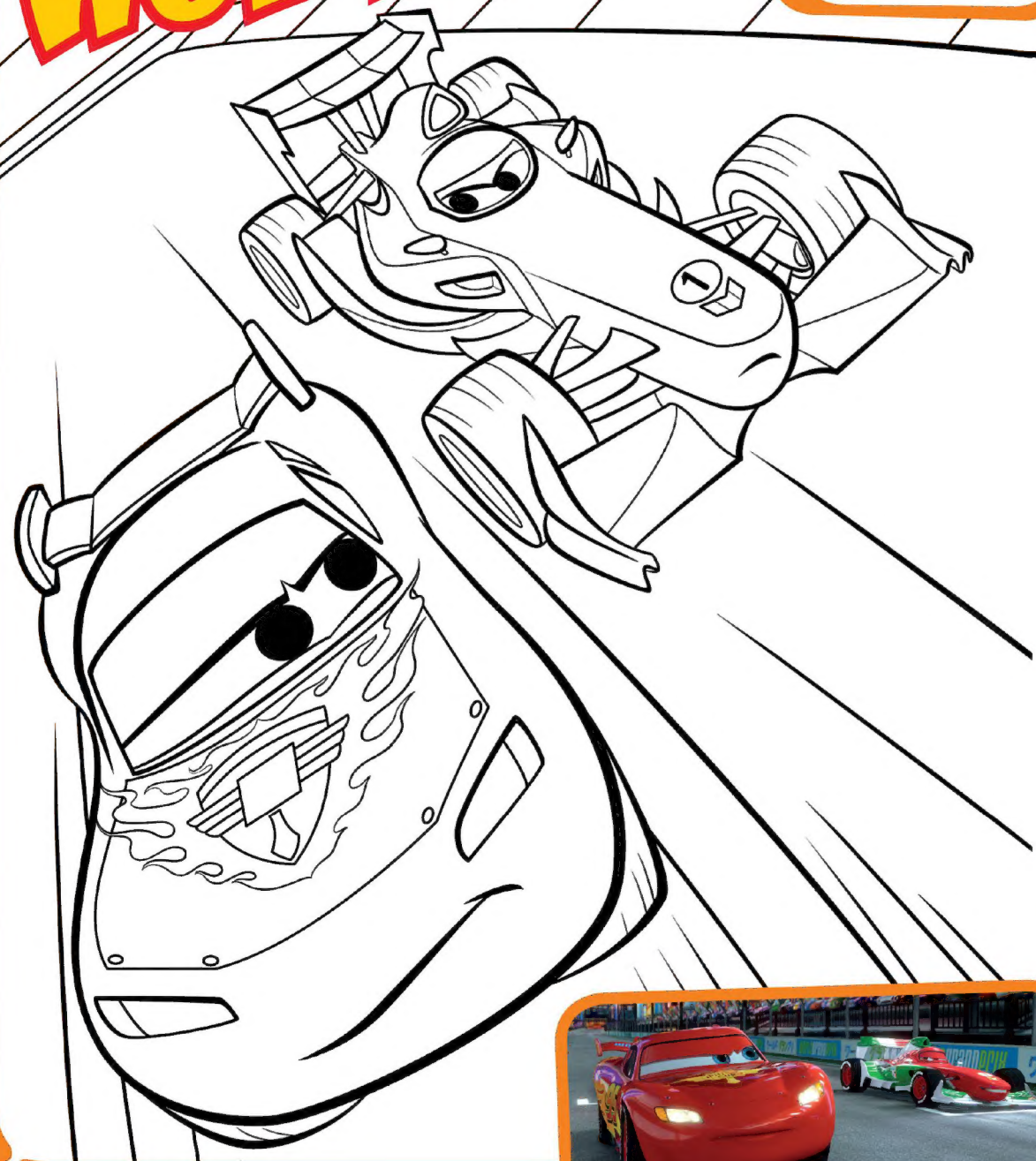
WRITE THE NAME OF THE CHARACTER WHO'S NOT A FRIEND OF LIGHTNING McQUEEN'S.

— — — —



# MOVIE SCENES WGP RACE

COLOR THIS SCENE,  
TAKING YOUR CUE  
FROM THE FILM  
FRAME BELOW!



# NIGEL'S COLORS

HERE ARE  
THE COLORS  
YOU'LL NEED:



LIGHT  
GREEN



GREEN



DARK  
GREEN



YELLOW

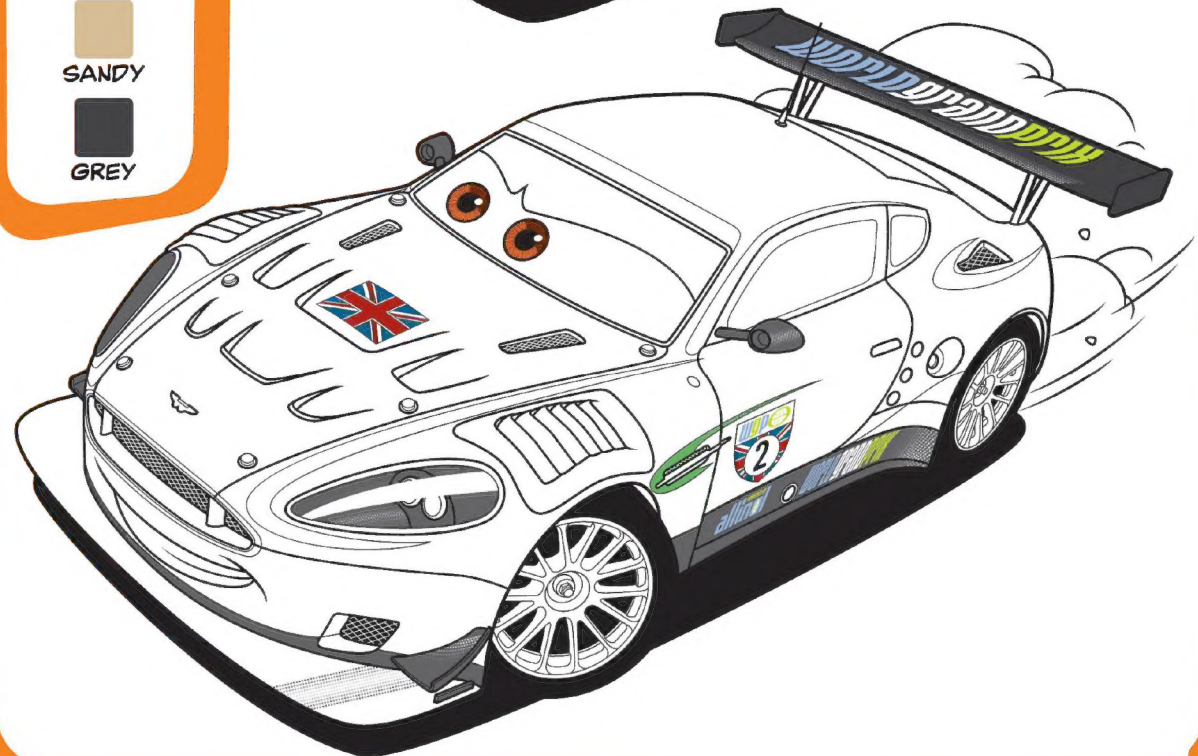


SANDY



GREY

I'M FAST!





# THE WORLD OF NASCAR



I'M PROUD TO INTRODUCE YOU TO...

THE **NATIONAL ASSOCIATION FOR STOCK CAR AUTO RACING** IS A COMPANY THAT RULES MANY AUTO RACING EVENTS.

**NASCAR**  
Sprint  
CUP SERIES



**SPRINT CUP SERIES**

VEHICLES	RACES	TRACKS
STOCK CARS	36	23

**DID YOU KNOW?**

IN THIS SERIES, THERE ARE PROFESSIONAL DRIVERS BUT ALSO NEW TALENTED YOUNG ONES!

**NASCAR**  
Nationwide  
SERIES



**NATIONWIDE SERIES**

VEHICLES	RACES	TRACKS
STOCK CARS	35	24

**NASCAR**  
CAMPING WORLD  
TRUCK SERIES



**CAMPING WORLD TRUCK SERIES**

VEHICLES	RACES	TRACKS
MODIFIED PICK UP TRUCKS	25	22

## GLOSSARY

### STOCK CAR

NOWADAYS, IT'S A NORMAL CAR, MODIFIED AND CUSTOMIZED, FOR THE RACETRACK.

### SEASON

IS THE PERIOD OF THE YEAR WHEN THE RACES TAKE PLACE.

### TRACK

A ROUTE USED FOR MOTOR RACING.

## LEARN... AND PLAY

### NASCAR POINT SYSTEM

THERE ARE 43 VEHICLES IN ALL NASCAR RACES: THE WINNER OF A RACE RECEIVES 43 POINTS, EACH FOLLOWING POSITION GETS ONE POINT LESS (SEE THE PICTURE).

### GAME

NOW THAT YOU'VE LEARNED HOW THE NASCAR POINT SYSTEM WORKS, ASSIGN TO THE TWO CARS BELOW, THEIR CORRECT POINTS.

POSITION 1 2 3 ... A

POINTS 43 42 ...

POSITION 41 42 43 ... B

POINTS ... 2 1

## DID YOU KNOW?

NASCAR CARS NOW USE A SPECIAL RACING FUEL MADE FROM CORN. LET'S SEE HOW IT'S MADE:

1. AMERICAN FARMERS HARVEST CORN.

2. A PRODUCTION FACILITY PROCESSES THE CORN INTO A SPECIAL LIQUID CALLED GRAIN ETHANOL.

3. THE GRAIN LIQUID IS THEN MOVED TO A REFINERY WHERE IT IS MIXED WITH GASOLINE TO CREATE THE HIGH-PERFORMANCE RACING FUEL!





Poster



**PORTO  
CORSA**  
INTERNATIONALE



# VERY GUYS

# BAD

1

## A VERY BAD PROFILE

WHOSE PROFILE IS SHOWN HERE?  
TO FIND OUT, USE THE PHOTOGRAPHIC  
DETAILS PROVIDED. MARK THE VILLAIN'S  
DANGER LEVEL BELOW.

### INTERPOL IDENTIFICATION

WANTED!!!



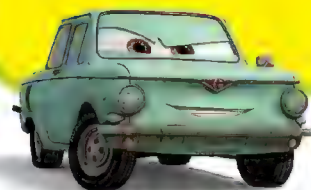
A LITTLE DANGEROUS



VERY DANGEROUS



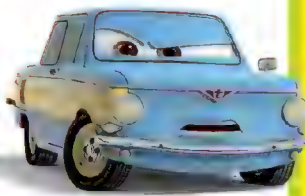
DANGEROUS



**A PETROV TRUNKOV**  
A LITTLE DANGEROUS



**B TYLER GREMLIN**  
DANGEROUS



**C VLADIMIR TRUNKOV**  
VERY DANGEROUS



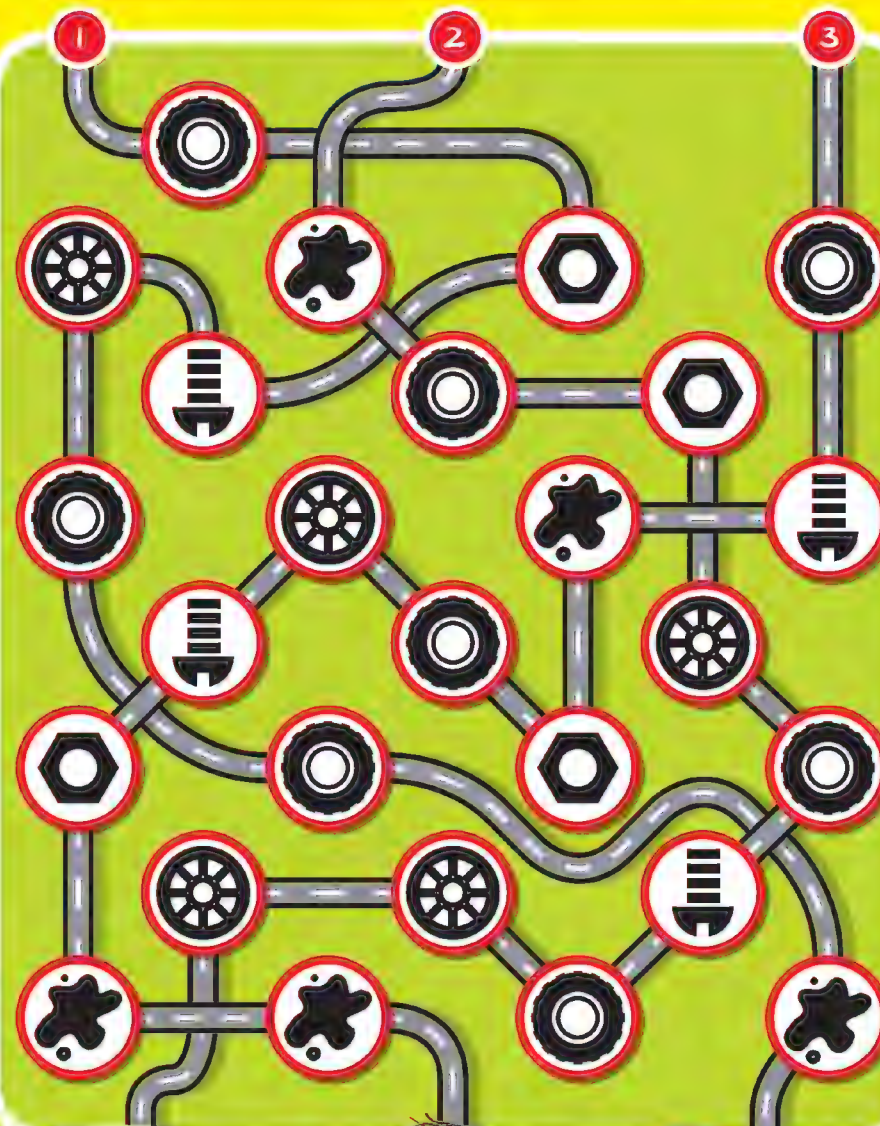
TRY  
TO STOP  
ME!

**SIR MILES AXELROD**  
THE MOST DANGEROUS

2

## A PILE O' JUNK

FOLLOW THE 3 PATHS OF FALLEN PIECES AND OIL SPILLS  
TO SEE WHICH LEMON HAS LOST THE MOST ALONG THE WAY!



**ACER**

A



**PROFESSOR Z**

B



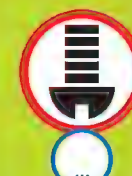
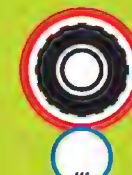
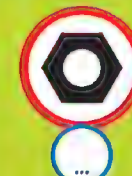
**GREM**

C

3

## COUNT 'EM UP!

HOW MANY  
NUTS, BOLTS,  
TIRES,  
WHEELS  
AND OIL  
SPILLS CAN  
YOU COUNT  
ALONG THE  
3 PATHS?





# HIGHWAY EMERGENCY



1 HAPPY



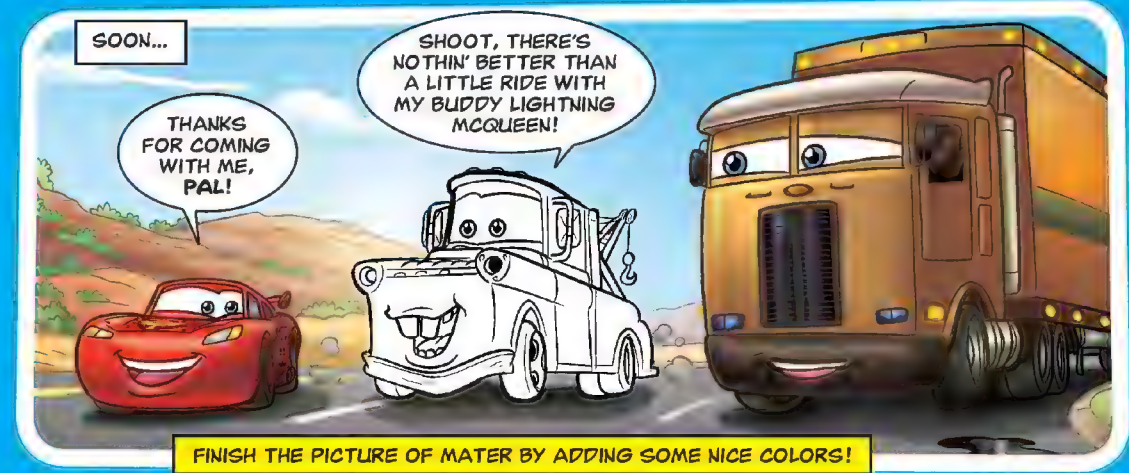
2 SAD



3 ANGRY



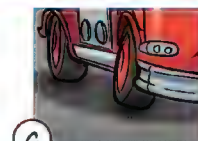
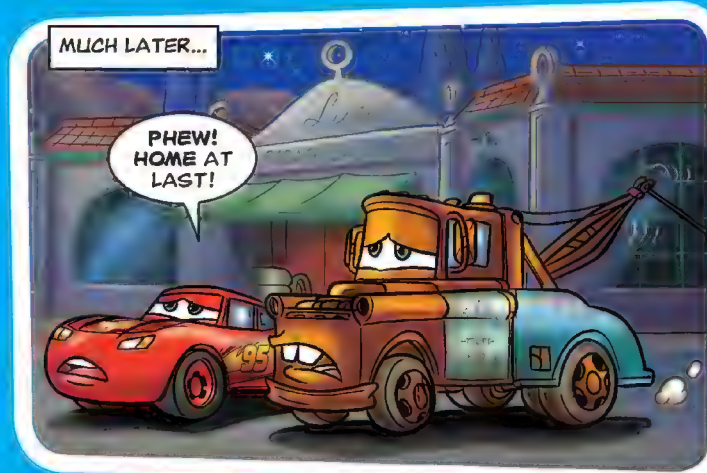
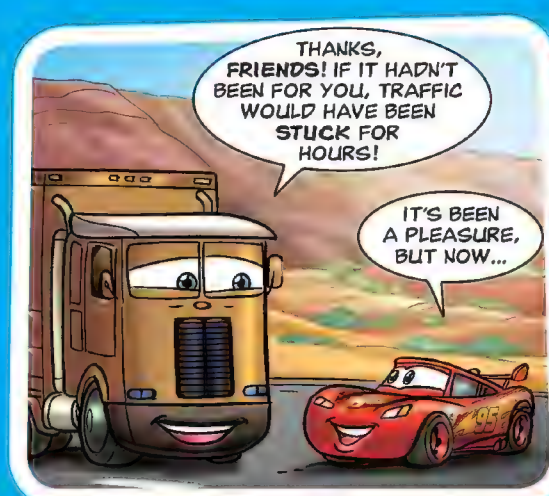
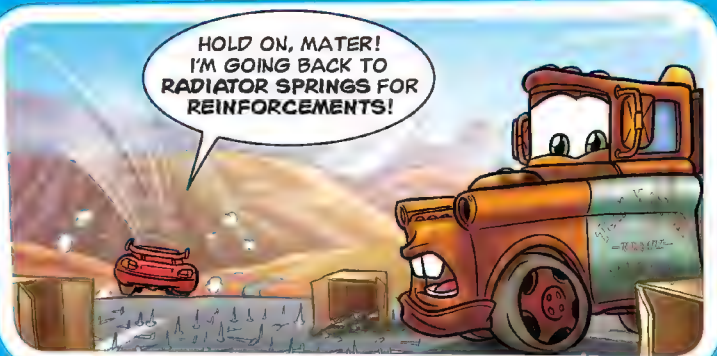
LOOK AT SALLY'S EXPRESSION AND COMPARE IT TO THESE SHOTS OF HER. HOW IS SHE FEELING?



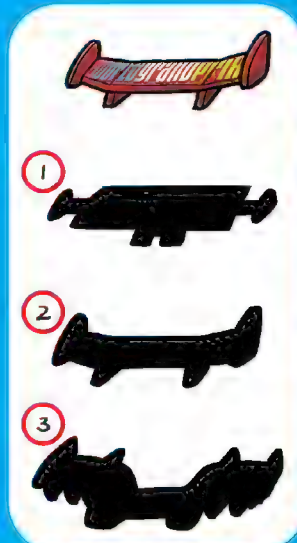
FINISH THE PICTURE OF MATER BY ADDING SOME NICE COLORS!







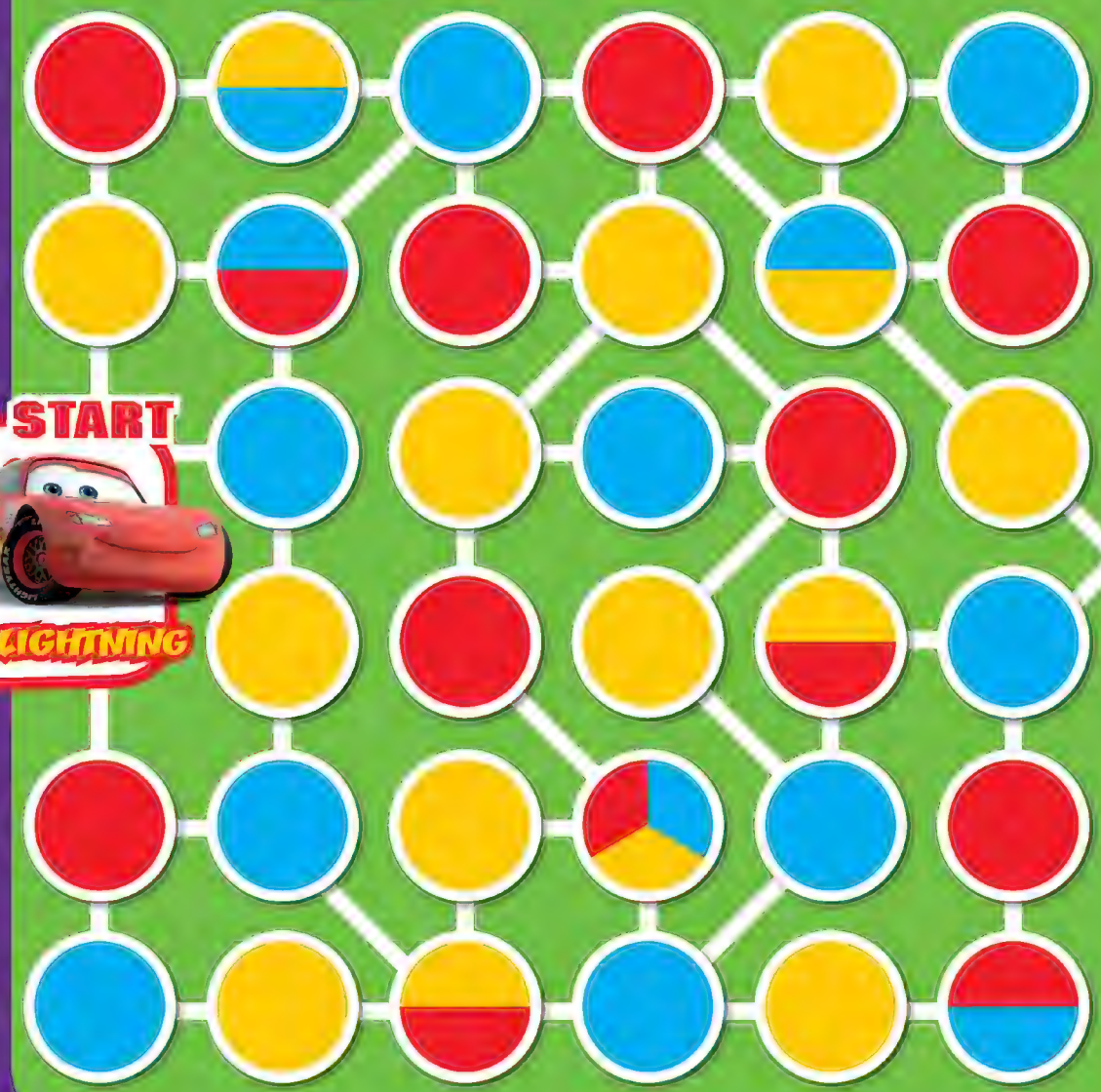
OOOPS! THIS VIGNETTE'S MISSING A PIECE! WHICH OF THESE THREE SQUARES COMPLETES THE SCENE?



The End



# COLORS' GAME



**START**  
**LIGHTNING**

**FINISH**

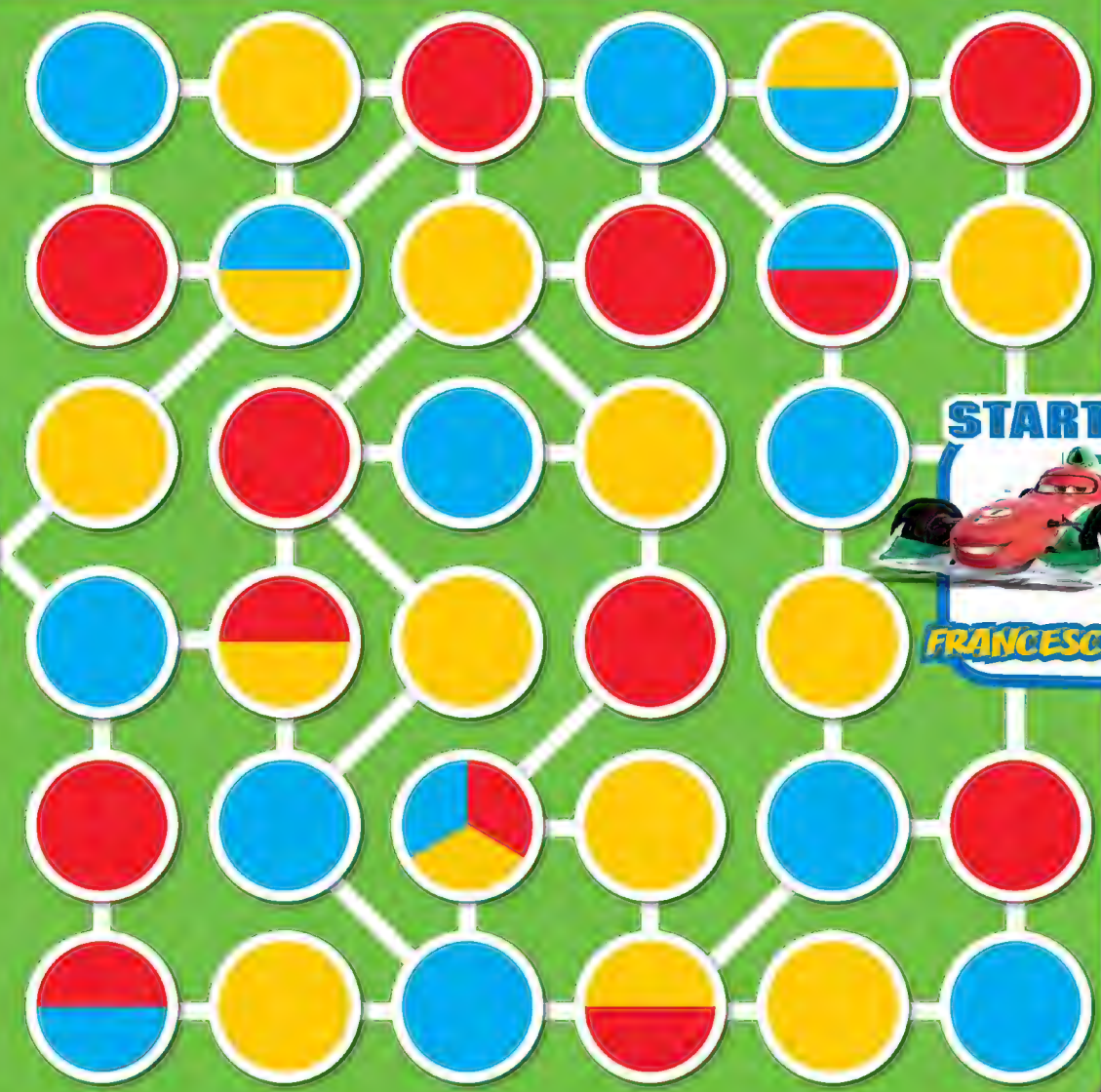
## RULES

A GAME FOR 2 PLAYERS, LIGHTNING MCQUEEN AND FRANCESCO BERNOULLI. THE OBJECT IS TO BE THE FIRST TO CROSS THE FINISH LINE AT THE CENTER. TAKE TURNS MOVING 1 SPACE AT A TIME TO ANY ADJOINING SPACE WHOSE **COLOR IS DIFFERENT** FROM THE COLOR OF THE SPACE YOUR OPPONENT'S TOKEN IS ON.  
**EXAMPLE:** IF YOUR OPPONENT IS ON A **BLUE** SPACE, YOU MAY MOVE TO A **RED** OR **YELLOW** SPACE. THE GRID ALSO CONTAINS 2- AND 3-COLOR SPACES. IF YOU LAND ON A 2-COLOR SPACE, YOUR OPPONENT MAY ONLY MOVE TO A SPACE THAT **DOES NOT CONTAIN EITHER OF THOSE COLORS**. IF YOU LAND ON A 3-COLOR SPACE, YOU OPPONENT **LOSES 1 TURN**.

**AND THE WINNER IS:**  
THE FIRST PLAYER TO CROSS THE FINISH LINE AT THE CENTER!



YOU'LL FIND 2 TOKENS TO CUT OUT ON PAGE 33.



**START**  
**FRANCESCO**

**FINISH**



# STAND UP POP-UP!

**TIP:**  
ASK AN  
ADULT TO  
HELP YOU!

## YOU'LL NEED:

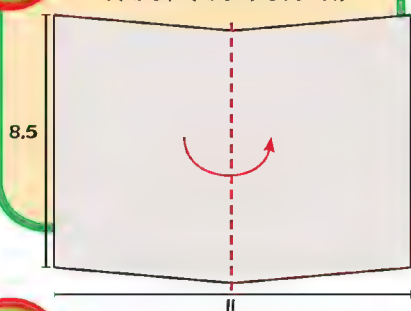
- 2 PIECES OF STURDY CONSTRUCTION PAPER (8.5 X 11 INCHES)
- SAFETY SCISSORS
- GLUE • FELT-TIP PENS

IT'S A  
HONOR... FOR YOU!  
POP-UP ME!



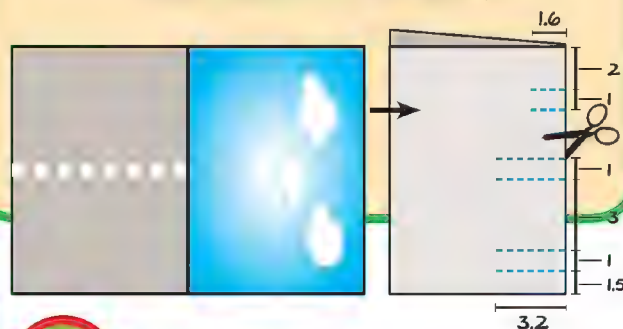
**1**

TAKE THE CONSTRUCTION PAPER AND FOLD IT.



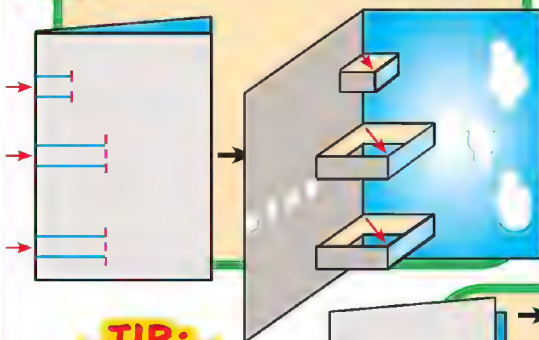
**2**

COLOR THE INTERNAL SIDE OF THE PAPER WITH CRAYONS OR MARKERS TO MAKE A BACKGROUND. ON THE FOLDED SIDE OF THE PAPER, MAKE 6 CUTS WITH THE SCISSORS. MAKE THE CUTS FOLLOWING THE MEASURES SHOWN BELOW.



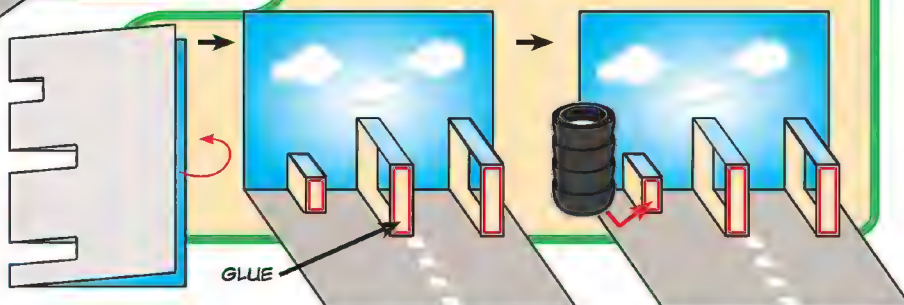
**3**

FOLD THE FLAPS THAT YOU OBTAINED TOWARDS THE INSIDE.



**4**

CLOSE ONE MORE TIME THE PAPER WITH THE FLAPS TOWARDS THE INSIDE. RE-OPEN AND PUT GLUE WHERE INDICATED ON THE FLAPS AND STICK THE CHARACTER AND THE TIRES AS SHOWN.



**5**

YOUR POP-UP  
IS READY!



**TIP:**

GLUE THIS PAGE  
ONTO STURDY  
CONSTRUCTION PAPER  
BEFORE CUTTING  
OUT AND FOLDING  
THE OBJECTS.



**WOW**

THIS IS  
THE SECOND  
POP-UP OF  
A SET THAT WILL  
CONTINUE IN  
THE UPCOMING  
ISSUES WITH  
NEW CARS  
CHARACTERS!  
COLLECT  
THEM ALL!



JEFF CORVETTE



RAOUL ÇA ROULE

FRANCESCO  
BERNOULLI



**TIP:** BEFORE YOU CUT OUT THIS PAGE, TAKE A LOOK AT PAGE 30!



# WINNING TEAM



LIGHTNING McQUEEN

1

## TOO MANY LETTERS

DELETE ALL THE FOLLOWING LETTERS: B, D AND Q. FOLLOW THE DIRECTION OF THE ARROWS AND WRITE THE REMAINING LETTERS IN THE SPACES BELOW TO FIND OUT THE LOCATION OF THE RACE LIGHTNING McQUEEN IS COMPETING IN.

START HERE

Letters in circles: B, R, B, D, Q, B, T, B, D, O, B, C, B, O, B, R, B, D, S, B, D, A

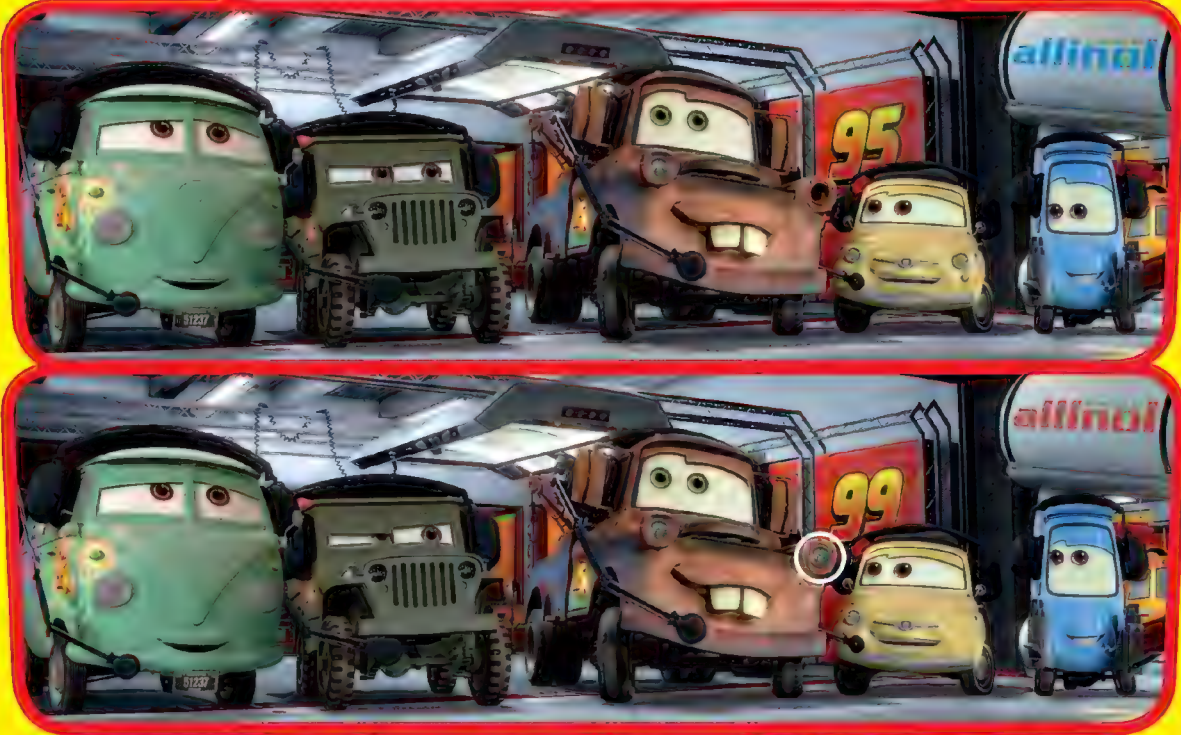
SOLUTION

P . . . . .

2

## DIFFERENT TEAMS

THE BOTTOM SHOT HAS 7 SMALL DIFFERENCES WITH RESPECT TO THE TOP SHOT. FIND AND CIRCLE THEM ALL!



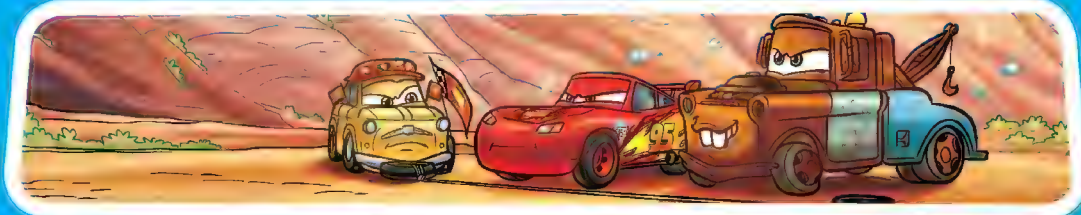
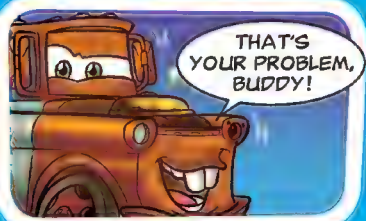
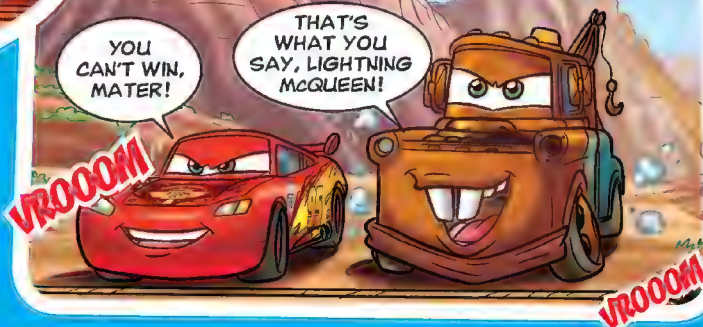
3

## FILLMORE'S STRIPS

HERE'S FILLMORE IN TOKYO. REORDER THE STRIPS ON THE LEFT BY WRITING THEIR CORRESPONDING LETTERS FROM THE FRAME ON THE RIGHT IN THE CIRCLES PROVIDED.

1		C	A	
2		...	B	
3		...	X	
4		...	D	
5		...	E	
6		...	F	
7		...	G	
8		...	H	
9		...	I	



A DIFFERENT  
KIND OF RACE!

The End



# GAMES SOLUTIONS

## PAGE 05: GAME 1

THE CORRECT ANSWER IS:

C

## PAGE 06: GAME 1

THE CORRECT ANSWERS ARE:

1 2 3 4 5  
D E C B A

## PAGE 07: GAME 2

THE CORRECT ANSWERS ARE:

F

## PAGE 12: GAME 1

THE CORRECT ANSWERS ARE:

DOUBLE DECKER 2  
CHAUNCY FARES 2

## PAGE 13: GAME 2

THE CORRECT ANSWER IS:

RIDE 3

## PAGE 13: GAME 3

THE CORRECT ANSWER IS:

GREM

## PAGE 16:

THE CORRECT ANSWERS ARE:

A B  
1 2 3 4 4 2 4 3  
4 3 4 2 4 1 3 2 1

## PAGE 20: GAME 1

THE CORRECT ANSWER IS:

C VERY DANGEROUS

## PAGE 21: GAME 2

THE CORRECT ANSWERS ARE:

ACER

9

PROFESSOR Z

10

GREM

7

## PAGE 21: GAME 3

THE CORRECT ANSWERS ARE:

Hexagon = 4 Wheel = 8 Stairs = 4  
Star = 5 Tire = 5

## PAGE 30: GAME 1

THE CORRECT ANSWER IS:

P O R T O  
C O R S A

## PAGE 31: GAME 2

THE CORRECT ANSWERS ARE:



## PAGE 31: GAME 2

THE CORRECT ANSWERS ARE:

1 C 2 F 3 B  
4 D 5 H 6 A  
7 I 8 E 9 G

## GAMES SIGNS

HERE ARE 2 TOKENS TO CUT AND PLAY THE BOARD GAME ON PAGES 26-27





# IN THE NEXT ISSUE INTRODUCING ACER & GREM



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HERE ARE 2 TOKENS  
TO CUT AND PLAY  
THE BOARD GAME ON  
PAGES 26-27

## GAMES SIGNS





TEAM 95

+2



**FILLMORE**

CHARACTER



AGENT

+2



**SIDDELEY**

CHARACTER



RACERS

+3



**SHU  
TODOROKI**

CHARACTER



BAD GUYS

+1



**VLADMIR  
TRUNKOV**

CHARACTER



WASABI

-1



**TOO GREEDY!**

FUNCTION



GRINDING  
HALT

+2



**EXCELLENT  
REFLEXES**

FUNCTION



LIGHTNING  
MCQUEEN'S  
BADGE

+2



**PICK  
ANOTHER CARD**

CHANCE



**THE QUEEN**

WILD CARD



GERMAN  
TRUCK

-1

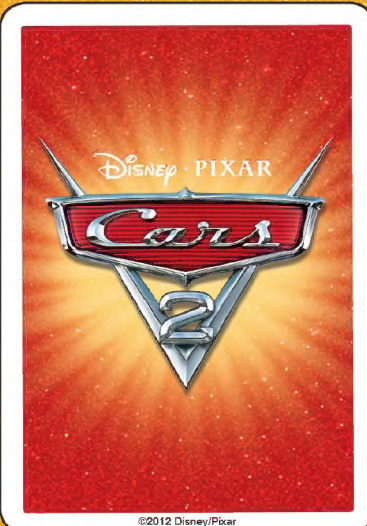


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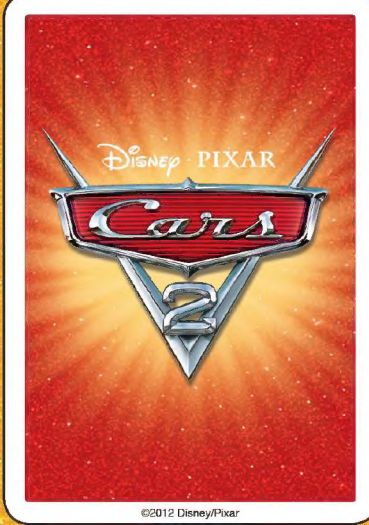
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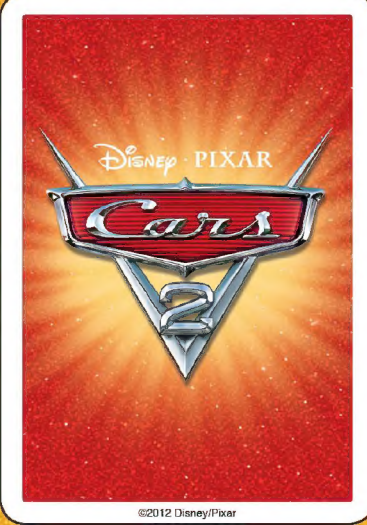
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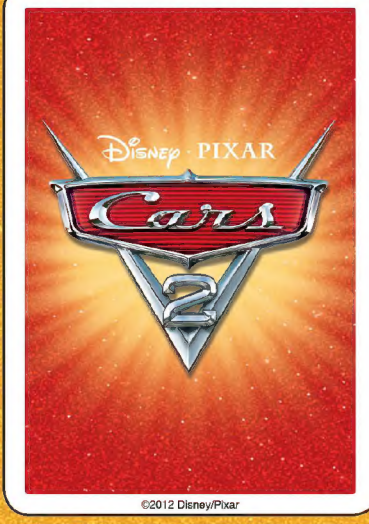
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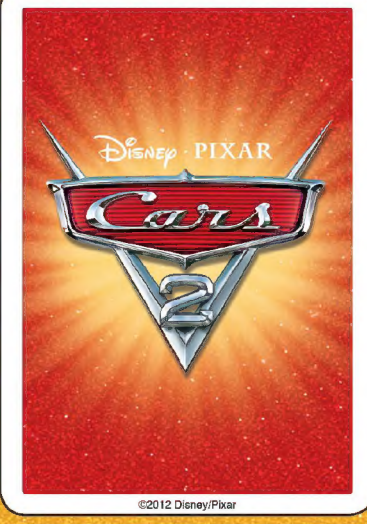
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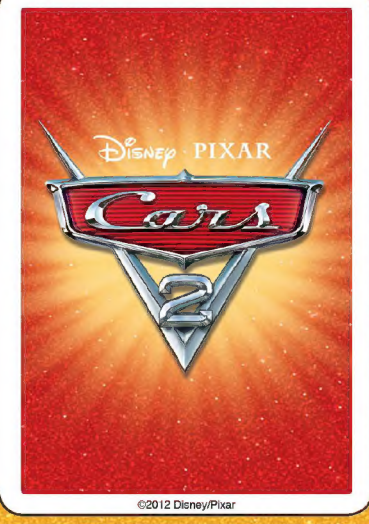
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# A GREEN GIANT SCAN



*LIKE IT?  
BUY IT!*

